



## ***Rules for UIL /Private /Other League – 9/26/2022***

**FORMAT:** Games will include four 6-minute quarters, with stop clock. Game time is forfeit time; teams must be ready to start 10 minutes prior to the posted start time.

**RULES:** National Federation of High School rules in effect with the following two exceptions:

1. Player disqualified on 6th personal foul.
2. Double bonus shot on 10th team foul. No Bonus shots on 7th team foul.

**OVERTIME:** If required, a three (3) minute overtime period will be played, with running clock the first two minutes and stop-clock the final minute. Double overtime is decided by sudden death.

**HOME/VISITOR:** In the event venue-sourced workers are not supplied, the First Team listed is the “Home Team” and provides the official bookkeeper. The “Visitor Team” provides the clock operator. The Home Team also provides the game ball. Team uniforms must match with legible numbers.

**15-POINT RULE:** If a team falls behind by 15 points any time during **the 3<sup>rd</sup> or 4<sup>th</sup> quarter**, the clock will become a running clock, excluding time-outs, for the remainder of the game until the margin gets back to 10 points; then the clock becomes a stop clock.

**TIME-OUTS:** Two 1-minute time-outs per half. Timeouts DON'T CARRY OVER. One 1-minute time-out for the initial overtime period only.

**PROTESTS:** Coaches must file protests against suspected ineligible players prior to the start of the game. ACA staff only will handle all protests. All coaches are expected to possess proof of eligibility for their players.

**ENTRY FEES:** Daily Pass - \$6.00 for adults/HS students and \$4.00 for students (1st - 8th). Coaches - two coaches per team will be admitted free with Coach's ID/stamp. Team-provided bookkeeper and clock operator, if needed, will also receive free admittance.